EXPECT

MISSION BRIEFING AND OPERATIONS MANUAL

Microforum®

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EXPECT

NO MERCY™

TABLE OF CONTENTS

CONTENTS	PAGE
Technical Requirements	1
Installation Instructions	2
Speed Considerations	3
The Main Panel	4
Options Panel	5
Game Controls	6
Basic Moves	7
"Versus" Mode	8
Mission Briefing	9-11
Training Level	12-13
Virtual Fly Game	14
Mission Level	15-16
Boss Level	17-18
Credits	19
Trouble Shooting	20

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TECHNICAL REQUIREMENTS

Minimum

486/50MHz IBM or compatible
8 MB RAM
Windows 3.1
Windows-compatible Sound Card
Double-speed CD-ROM Drive
Accelerated Video Card

Recommended

486DX4/75MHz Pentium IBM or compatible
16 MB RAM
Windows-compatible Sound Card
Local Bus or PCI-Accelerated Video Card
Joysticks or Gamepads
Windows 95

Expect No Mercy can be played in any resolution, but must be played in 256-colour mode.

Expect No Mercy requires about 10 MB of free hard disk space.

Through exhaustive testing, Microforum has found that Expect No Mercy performs better under Windows 95 than under Windows 3.1

WARNING
Contains scenes of extreme violence
PG-17+

INSTALLATION INSTRUCTIONS

Windows®3.1/Windows for Workgroups 3.1

1) Put the CD-ROM in your CD-ROM drive.
2) If you are not already in Windows type WIN at a DOS prompt.
3) Select RUN under the FILE menu, in Program manager.
4) In the RUN dialog box, click on the BROWSE button.
5) In the BROWSE dialog box, select the letter corresponding to your CD-ROM drive in the DRIVES window by clicking on the down arrow and then clicking on the correct drive.
6) In the larger box on the left hand side of the BROWSE dialog box you should see a file called INSTALL.EXE.
7) Click on the file so that it is highlighted and then click on the OK button.
8) The RUN dialog box should now show the path of your CD-ROM drive with the file INSTALL.EXE after it. (e.g. D:\INSTALL.EXE, where D:\ is the CD-ROM drive letter for your system). If this is not the case then repeat steps 5 through 8.
9) Click on OK in the RUN dialog box and the installation will begin.

Note:

You should choose to install both Video For Windows and WinG to ensure that Expect No Mercy runs properly on your system.

Windows®95

1) Put the CD-ROM in your CD-ROM drive.
2) The Expect No Mercy CD-ROM includes a feature called AUTOPLAY.
   AUTOPLAY will do one of two things when you put the CD-ROM in your drive.
   -If Expect No Mercy has not been installed, the installation will automatically start.
   -If Expect No Mercy has been installed the game will automatically start.
3) In the unlikely event that AUTOPLAY does not work then you can manually start the installation by clicking on the START button (located in the bottom left corner of your Windows 95 screen.).
4) Once you have clicked on START then click on the RUN icon.
5) Type in the drive letter of you CD-ROM followed by :\INSTALL.EXE
   (e.g. D:\INSTALL.EXE where D:\ is the CD-ROM drive letter for your system).
6) Click the OK button and the installation will begin.

Note:

You should choose to install WinG to ensure that Expect No Mercy runs properly on your system.

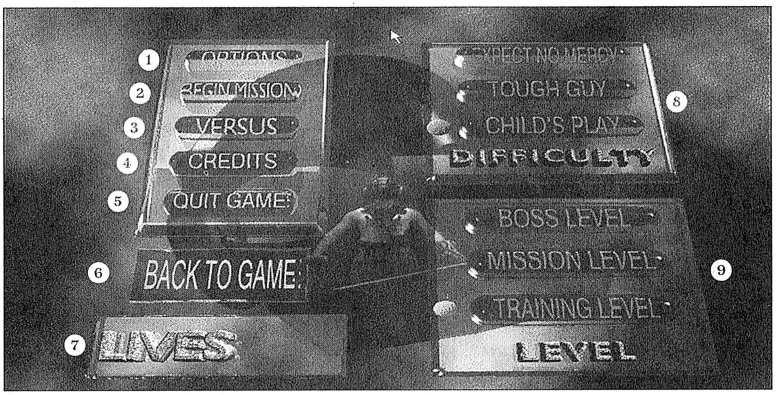
SPEED CONSIDERATIONS

To optimize Expect No Mercy's speed, try some or all of the following:

- Make sure no other applications are running while playing Expect No Mercy.
- Install the latest versions of your sound and video drivers.
- Turn off network connections and network applications.
- Turn off the "Blood" option in the Options Menu.
- Turn off the "Background music" option in the Options Menu.
- Install more memory into your system
- Play Expect No Mercy in 640x480 mode.

THE MAIN PANEL

Press the Esc key at any time during the game to return to the Main Menu.



❶ **Options** *(please refer to the following page)*
Allows you to change game settings, such as sound and controls.

❷ **Begin Mission**
Begins a one-player martial arts adventure.

❸ **Versus**
Begins two-player head-to-head combat.

❹ **Credits**
Displays game credits.

❺ **Quit Game**
Quits Expect No Mercy.

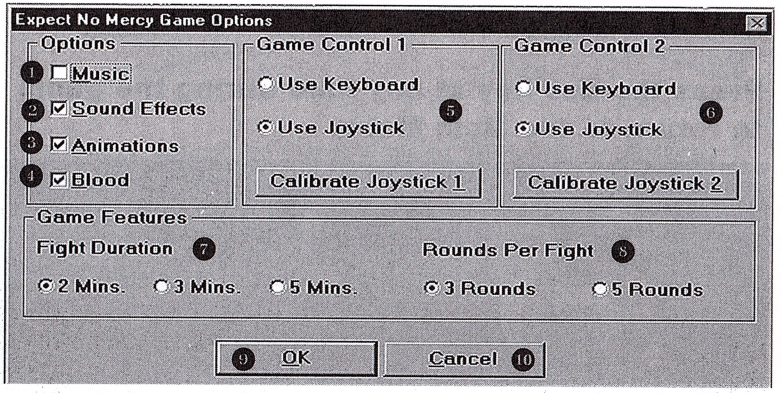
❻ **Back to Game**
Returns to the game in progress.

❼ **Lives**
Displays the number of lives you have left.

❽ **Difficulty**
Allows you to choose from three levels of difficulty: Child's Play (Easy), Tough Guy (Medium) and Expect No Mercy (Difficult).

❾ **Level**
Indicates which level you are playing in a one-person mission

OPTIONS PANEL



❶ Music
When this box is checked, background music will play during fights.

❷ Sound Effects
When this box is checked, sound effects will play during fights.

❸ Animations
When this box is checked, animations will play before fights.

❹ Blood
When this box is checked, blood will fly when players or opponents are hit. Note: turning off this option will speed up game play.

❺ Game Control 1
Sets game controls for Player One to Keyboard or Joystick. Refer to your Windows manual for instructions on calibrating your joystick.

❻ Game Control 2
Sets game controls for Player Two to Keyboard or Joystick. Refer to your Windows manual for instructions on calibrating your joystick.

❼ Fight Duration
Sets the timed duration of a fight to 2, 3 or 5 minutes.

❽ Rounds Per Fight
Sets the number of rounds in a fight to 3 or 5.

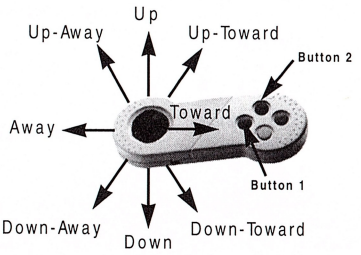
❾ OK
Returns you to the Main Menu with the options you have selected.

❿ Cancel
Returns you to the Main Menu, but does not keep any changes you may have made to the Options Panel.

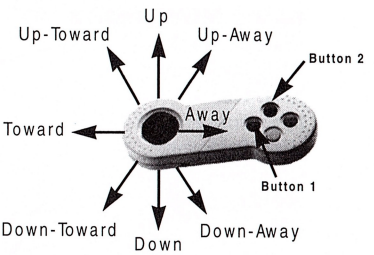
GAME CONTROLS

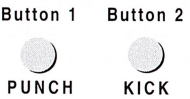
Joystick Layout

LEFT SIDE



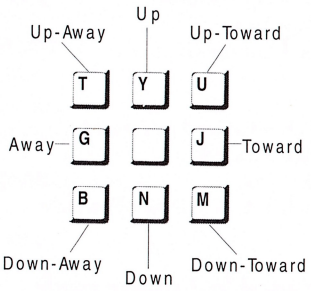
RIGHT SIDE



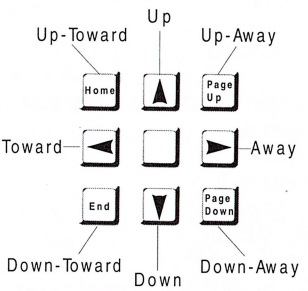


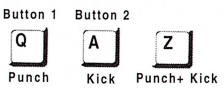
Keyboard Layout

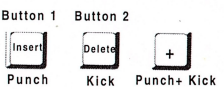
LEFT SIDE



RIGHT SIDE







BASIC MOVES

These are the basic moves for any character in Expect No Mercy.

Note: Some Virtual Characters cannot jump forward or backward due to their size.

BASIC MOVEMENTS

Walk Forward	Towards
Walk Backward	Away
Jump Up	Up
Jump Forward	Up/Towards
Jump Backward	Up/Away
Crouching Block	Down
Standing Block	Down/Away
Idle	None

BASIC PUNCHES

Low Punch	Punch + Down/Towards
Mid Punch	Punch
High Punch	Punch + Up/Towards
Uppercut	Punch + Down/Away

BASIC KICKS

Low Kick	Kick + Down/Towards
Mid Kick	Kick
High Kick	Kick + Up/Towards
Foot Sweep	Kick + Away
Aerial Sidekick	Kick + Up/Away

PLAYER'S SPECIAL MOVES

Flying Kick	Punch + Kick + Up/Towards
Speed Kick	Kick + Towards
Butterfly Kick	Kick + Up
*No Mercy Move™	Punch + Kick + Down/Towards

The No Mercy Move™ can only be used in 1-player mode, when your opponent is close to death in the final round.

VERSUS MODE

Versus Mode allows two players to fight in head-to-head combat in the Virtual Reality arena. Each player is presented with a screen from which they can select their fighter. Both players can choose the same fighter. These are the Special Moves for each Virtual Reality Character.

DOMINATRIX

Spin Kick	Kick + Down
Hand Swipe from Hell	Punch + Up

FANGO

Spin Kick	Kick + Down

EVIL CLOWN

Spin Kick	Kick + Down

KHAN

Spin Kick	Kick + Down
Two-Fisted Punch	Punch + Away
Flying Bicycle Kick	Punch + Kick + Up/Towards
Throat Crusher	Punch + Towards

ALL NINJAS

Backhand	Punch + Down
Spin Kick	Kick + Down

HEAD ENFORCER

Spin Kick	Kick + Down

DAMIAN

Spin Kick	Kick + Down
Backhand	Punch + Down
Speed Kick	Kick + Towards

SPIDER

Elbow	Punch + Kick + Up
Spin Kick	Kick + Down
Mule Kick	Kick + Towards
Mule Punch	Punch + Towards

WARBECK

Spin Kick	Kick + Down
Rushing Roulette Kick	Kick + Towards

MISSION BRIEFING

FEDERAL SECURITY BUREAU

TOP SECRET

MISSION BRIEFING

VIRTUAL ARTS FIGHTING ACADEMY

The Virtual Arts Fighting Academy (VAFA) is ostensibly a martial arts dojo in which pupils are taught twenty years of technique in two years using Virtual Reality technology. In fact, the Federal Security Bureau has discovered that the VAFA is a front for a ring of martial arts assassins, led by a tyrannical madman named Warbeck

WARBECK

Warbeck is the founder and Sensei of the VAFA. He is the prime suspect in the recent assassinations of several key figures around the world. Little is known about Warbeck, except that he is a technological genius. FSB scientists speculate that Warbeck is cybernetically enhanced.

MISSION BRIEFING

Several FSB agents have infiltrated the VAFA. All information in this document has been gleaned from their reports.

Your primary goal is to infiltrate the VAFA. You will be contacted periodically by an FSB agent, "Eric", who will provide mission details and updates.

Your secondary goal is to defeat Warbeck. Warbeck is highly skilled and very dangerous. He is protected at all times by his top three assassins, "Head Enforcer", "Damian" and "Spider".

Once you have infiltrated the VAFA, the steps you must take to defeat Warbeck are as follows:

1. **TRAIN AS A STUDENT (Training Level)**
2. **DEFEAT THE ASSASSINS (Mission Level)**
3. **DEFEAT WARBECK (Boss Level)**

TRAINING LEVEL

You must train intensively in order to prepare yourself for the task of defeating Warbeck and his assassins.

❶ Energy and Health

The bars at the top left and top right-hand sides of the console indicate your health and energy and the health and energy of your opponent. The thick bar indicates health; if it runs out you are defeated. The thin bar beneath indicates your energy. Every time you make a move, your energy decreases. If your energy reaches zero, you must rest until your energy rises again.

❷ Timer

The time you have left to defeat your opponent is indicated in the timer at the top centre of the training console. Should the timer expire before either fighter is defeated, the fighter with the most remaining health will win the fight.

❸ Training Environments

There are six Virtual Reality Training Environments to choose from. Select a training environment with the buttons along the bottom left-hand side of the training console.

❹ Virtual Reality Opponents

Select your virtual reality opponent with the buttons along the bottom right-hand side of the training console. Once you have defeated an opponent, you cannot select them again. There are four Virtual Reality opponents you must defeat in order to progress to the next stage of your mission:

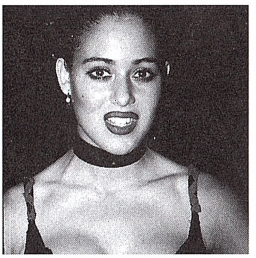
TRAINING LEVEL OPPONENTS

KHAN
Height: 6′ 0″
Weight: 187 lbs.
Style: Kung Fu (Shaolin)

Inspired by the renegades from Shaolin, Khan is as deadly as they come. His speed and wide array of techniques make him lethal from almost any position. He was created for advanced students who must learn to "take no prisoners and give no second chances."

FANGO
Height: 6′ 1″
Weight: 211 lbs.
Style: Southern Chinese Kung Fu

The spawn of Warbeck's darkest dreams, Fango is inspired by the no-nonsense approach of Southern Chinese Kung Fu. Watch him rip, literally.



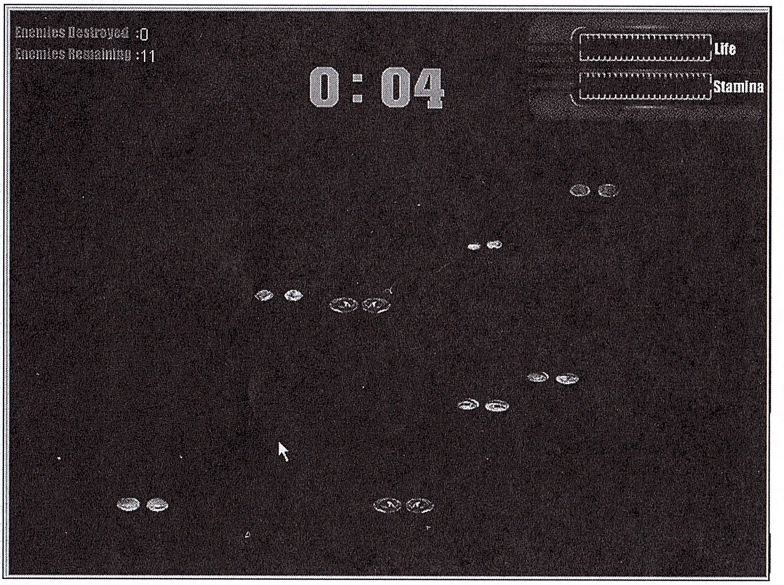
DOMINATRIX
Height: 5′ 7″
Weight: 130 lbs.
Style: Tae Kwon Do and Wushu

Modeled after Warbeck's dead wife, Dominatrix is a kicking specialist combining Tae Kwon Do and Wushu techniques. She isn't extremely powerful, but tough to hit. If you're into pain, she delivers.

EVIL CLOWN
Height: 5′ 9″
Weight: 142 lbs.
Style: Wushu

Evil Clown emerges from Warbeck's dark sense of humour. This Virtual Reality Wushu expert is designed to be annoying and unpredictable. Watch out for the tricks up his sleeve.

VIRTUAL FLY GAME

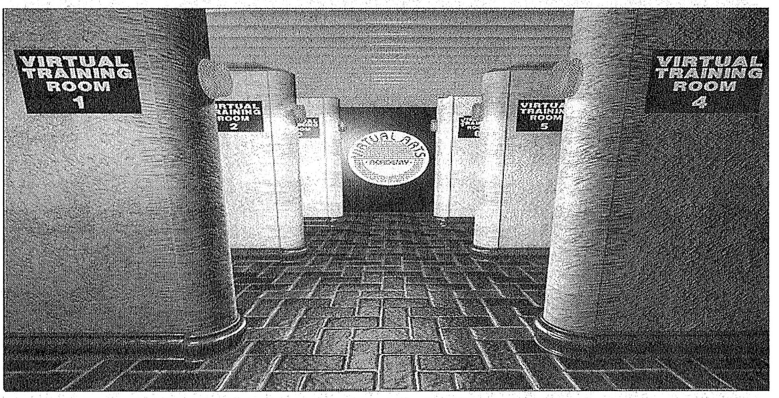


- Every time you defeat a virtual opponent in training, you will encounter what is known as the Virtual Fly Game. This "game" is designed to test your reflexes and accuracy.
- Pairs of eyes float about the console.
- Click on as many pairs of eyes as possible in the allotted time, indicated by the timer at the top of the screen.
- Every pair of eyes that you catch will grant you more health and energy for the next round of training.

MISSION LEVEL

Once you have completed V.R. Training, your next step is to complete the Mission Level.

You only have ten minutes to complete the Mission Level. If you do not complete the Mission Level in the allotted time, you fail, and the assassins will eliminate their target.



Mission Level

In order to defeat Warbeck, you will have to defeat his three top assassins first. Sources tell us that you will find them in separate Virtual Training Rooms.

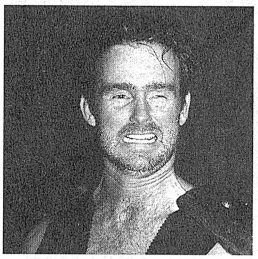
There are six training rooms. Three rooms will have the assassins you must defeat, three will have ninjas in training.

To enter a room move your mouse over one of the green lights. If there is an Assassin or a Ninja in the room you will hear "C'mon!" Click your mouse over the green light. You may not enter a room more than once.

MISSION LEVEL ASSASSINS

HEAD ENFORCER (Head of Security)
Height: 6′ 3″
Weight: 230 lbs.
Style: Kung Fu/ Chinese Karate

Head Enforcer is one of Warbeck's first disciples. Years of Virtual Reality punishment has earned this master the position of Head of Security at the VAFA. Nobody gets past Head Enforcer without paying their dues, and nobody wants to apologize to Warbeck.



DAMIAN
Height: 5′ 11″
Weight: 190 lbs.
Style: Shotokan Karate

Trained in all of Warbeck's fighting systems, Damian's specialty is Shotokan Karate. He is suspected in fifteen assassinations worldwide; Damian is a veteran killer. Sources say that he plans to open a VR academy of his own in the future.

SPIDER
Height: 5′ 11″
Weight: 197 lbs.
Style: Street Fighter

Warbeck rescued Spider from a prison execution in exchange for his loyalty as bodyguard and assassin. This street fighter takes special pride in annihilating his opponents with his long reach and little warning.

VIRTUAL NINJAS
Height: 6′ 2″
Weight: 192 lbs.
Style: Ninjitsu

Faster and more powerful than real Ninjas, these faceless VR assassins are a force to be reckoned with. They have finished off enough students to fill a cemetery.

BOSS LEVEL BOMB PUZZLE

Once you have defeated all the assassins, your next step is to defeat Warbeck. But first you must deactivate the self-destruct device.

The FSB has obtained reports from agents inside the VAFA that Warbeck has installed a highly explosive self-destruct device.

Should your cover be blown, it is probable that Warbeck will activate the device rather than allow the secrets of the VAFA be uncovered.

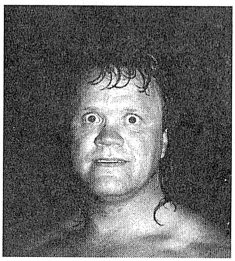
In just such an event, you must be prepared to defuse the self-destruct device. While we do not know what the deactivation code is, we do know the bomb's model and type.

Deactivating the Self-Destruct Device Click on the panel on the centre of the device. Ignore the keypad to the right.

Inside the device, you will find six colour-coded switches. Flipping these switches at random will likely set off the bomb immediately. Be warned that such irresponsible action will result in the immediate termination of your position with the FSB. As such, you will have to rely on visual clues around you to determine the proper sequence.

BOSS LEVEL
DEFEATING WARBECK

Defeating Warbeck will not be easy. FSB sources say that he is cybernetically enhanced, and may even have the ability to regenerate. This means that you may have to defeat him several times before he dies.



WARBECK

Height: 6′ 1″
Weight: 222 lbs.
Style: Combined Techniques

Warbeck incorporated all of the martial arts into his own VR training, experimenting on himself to become the formidable opponent he is today. His technique and massive frame enable him to withstand a great deal of abuse. His style should really read: Expect No Mercy.

CREDITS

A Microforum Production.
Based on the film, "Expect No Mercy", by Film One Productions.

Produced by	Steve M. Mast, Rob Faucher
Executive Producer	Claudio Baiocchi
Programming:	
Lead Programmer	Rob "Code Dog" Faucher
Programmer	Doug Storry
Computer Graphics Imagery:	
Director of CGI	Steve "O" Mast
CGI Artists	Danny "Spice" Mousses
	Adrian "Belial" Williams
Game Environments	Microforum's Animation Division
Sound Effects	Craig Tothill
	Rob Faucher
Package Design and Artwork:	
Art Director	Jesse DeCosta
Senior Designers	Anthony DelRizzo
	Mike DelRizzo
Manual Design	Shant Merjanian
Documentation	Peter Doern
Game Script	Tom Wong
Fight Co-ordinators	Mike Chow
	J. Stephen Maunder
"Fango" Make Up	Illusions Unlimited, Inc.
Cast	
Player	Mike Chow
Damian	Peter Gilpin
Dominatrix	Rosanne Tassone
Evil Clown	Rick Sue
Fango	J. Stephen Maunder
Head Enforcer	Gary Foo
Khan	Mike Chow
Ninjas	James Mulroney
Spider	Christopher Foo
Warbeck	Harold Howard

TROUBLE SHOOTING

1 **".....CALL TO UNDEFINED DYNALINK ....."**

SOLUTION: find all occurrences of MSVIDEO.DLL, and delete those that are not dated 1994 or later, and reinstall Expect No Mercy.

steps : go to WINDOWS/MAIN/FILE MANAGER from file manager select FILE/SEARCH
search for: MSVIDEO.* start from: C:\
if can't see the date go to VIEW and select ALL FILE DETAILS)
if files are not in alphabetical order, go to VIEW option and select SORT BY NAME)
Once you find MSVIDEO files, delete all those not dated 1994 or later.

2 If you find, you have problems with **MMTASK** error:
a) SOLUTION: do a search for file called UDH.DLL under directory
c:\windows\system\ if found rename it to UDX.DLL
STEPS: FILE MANAGER/FILE/SEARCH :
SEARCH FOR: UDH.DLL
START FROM: C:\
Once the file is found, do the next steps:
FILE MANAGER/FILE/RENAME :
FROM: UDH.DLL
TO: C:\WINDOWS\SYSTEM\UDX.DLL
IF THE PROBLEM PERSISTS, and you do not have the file UDH.DLL,
you may not have the latest video drivers.
GET NEW DRIVERS (VERSION 1.1 OR HIGHER).
CIRRUS LOGIC, DIAMOND AND ATI VIDEO CARDS tend to have these problems.

3 When playing the game on Windows 3.1 your game might appear in
".....FULL SCREEN MODE ....."
SOLUTION: - go to CONTROL PANEL, select DRIVERS
from the list of drivers select MCI MICROSOFT FOR WINDOWS (by double clicking)
make sure the following options are disabled:
* Windows
* Skip video frames if behind

JOYSTICK - CALIBRATION

When running Windows 3.1 or Windows '95 you need to initialize and to calibrate your joystick each time you start the game.
To do so, go to the options section of the game and select **joystick/calibrate**.

VIDEO FOR WINDOWS (AVI)

If you are having problem running VIDEO FOR WINDOWS (AVI), do the following steps:

FOR WINDOWS'95
go to CONTROL PANEL select ADVANCED VIDEO COMPRESSION CODECS
check if you have CINEPAK (TM) and RLE
IF YOU DO NOT HAVE THESE VIDEO COMPRESSION CODECS
THEN go back to CONTROL PANEL select ADD/REMOVE PROGRAMS
WINDOWS SETUP select by clicking MULTIMEDIA COMPONENTS
click DETAILS select by clicking VIDEO COMPRESSION
NOTE: Please make sure your Windows '95 CD-ROM is in your drive.

SOUND PROBLEMS

If you experience a situation where the sound does not play during certain sequences, your sound card may be having trouble with the compressed audio. Please contact your sound card manufacturer for the most recent drivers.

Microforum Inc. Technical Support 1 800 465-2323

OTHER STUFF

WARNINGS

- *Expect No Mercy is 100% guaranteed dolphin-friendly.*
- *Do not play Expect No Mercy if you have a heart condition or are pregnant.*
- *Do not attempt moves without a qualified instructor.*
- *Not meant as a substitute for a course on human anatomy.*
- *Excessive play has been shown to cause cancer in some laboratory rats.*

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